

THE OMEN



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Issue: 2

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Staff Box: (In order of appearance)

Ida: [censored]

Alix: a single tear rolling down the cheek of a newborn babe

Jay: Goose. neck: long. thoughts: none. honk: honk.

Mel: gru/vector fan fiction, 10k words tagged angst, comfort, enemies to lovers

Jess: Weedle.

Broden:

Maya: lambbending; loud, shaped like a parabola, violence

Bennett: economics gf:

- kins the joker

- needs praise from history teachers to survive

- actually knows the answer to "why can't we just print more money"

- confident and mean, offers love to anyone and everyone

Leo: The Fool; star shaped pupils, swallows the bubble in bubble tea whole, turns sepia colored on occasion without warning

Broden: grumpsink; gren, hates Stuart Little, loves magnets

Juliana: the exact moment a film uses a blue filter so

everything gets sadder; crying in the rain, tea every other Tuesday, dislikes one ray of sunshine

Echo: anywhen; confused, upside down, and gay

Isaiah: asparagus

Front Cover: Danny Dyan

Back Cover: Shanti Franzoni

Submissions are due always, constantly, so submit forever. You can submit in any format (no PDFs please) by CD, Flash Drive, singing telegram, carrier pigeon, paper airplane, Fed-Ex, Pony Express, or email. Get your submissions to omen@hamphshire.edu, the Omen Office or Ida's mailbox (1240)

Policy

The Omen is a bimonthly publication that is the world's only example of the consistent application of a straightforward policy: we publish all signed submissions from members of the Hampshire community that are not libelous. Send us your impassioned yet poorly-thought-out rants, self-insertion fan fiction, MS Paint comics, and whiny emo poetry: we'll publish it all, and we're happy to do it. The Omen is about giving you a voice, no matter how little you deserve it. Since its founding in December of 1992 by Stephanie Cole, the Omen has hardly ever missed an issue, making it Hampshire's longest-running publication.

Your Omen submission (you're submitting right now, right?) might not be edited, and we can't promise any spellchecking either, so any horrendous mistakes are your fault, not ours. We do promise not to insert comical spelling mistakes in submissions to make you look foolish.

Your submission must include the name you use around campus: an open forum comes with a responsibility to take ownership of your views. (Note: Views expressed in the Omen do not necessarily reflect the views of the Omen editor, the Omen staff, or anyone, anywhere, living or dead.)

The Omen staff consists of whoever shows up for Omen layout, which usually takes place on alternate Thursday nights in the basement of Merrill in the company of a computer with an extremely inadequate monitor. You should come. We don't bite. You can find the Omen on other Thursdays in Saga, the post office, online at <http://expelallo.men>, and just about any other place we can find to put it.

Views in the Omen (5)

Do not necessarily (7)

Reflect the staff's views (5)

EDITORIAL INFODUMP PT. 2

by Ida Kao

Welp, I've kinda set myself up for failure this time with that editorial I wrote for 55.1, huh? I was actually feeling lukewarm about it, considering how long it was. The ones who might need that kind of information the most might be the least able to get through a solid five pages of text, and breaking it into two categories didn't necessarily make finding the most useful information easier. This one is shorter so I'm doing away with that entirely, although this is an attempt at continuing and expanding on a few points from that last editorial that I feel didn't get explored enough. I'm also trying to pull together two different special issues in collaboration with alums (but meant for the enjoyment of all students on campus, of course), earn money to live, and work on my academics, so forgive me if this is a bit rushed.

Some miscellaneous stuff first:

Shout out to Jay, Alix, and Bennett for doing a bit of layout!

After sticking with the layout master that Chloe (previous editor) passed down to me for so long, I'm mixing it up a bit and re-introducing the titles for editorials. It's honestly not even that I think my editorials should have titles, I just saw the overlapping text in some older issues and thought it looked cool. I'm also nostalgic for the layouts of yore, which was a bit less minimalist, but I lack the confidence in my InDesign skills to play around with it all that much.

Since its inception, The Omen has an official policy of hating all other publications on campus; Omen editors have been so committed to the bit that Jacob, a former Omen editor who dated the editor of The Forward (1997-2003), still wrote editorials fake-hating on The Forward. He and many other Omen alums still regularly talk to Forward alums. With Jay kicking off this fake rivalry with The Portfolio, I cordially invite members of The Portfolio to respond in kind.

I hope the students who were drinking at the DSA between Merrill and FPH appreciated the gluten free pizza I gave them while I was walking back to Enfield after the layout meeting of this issue. It's also a little nudge to submit something! (In case the Mount Holyoke student sitting there is wondering, if you live on campus you are absolutely part of the Hampshire community. You have

zero excuses.)

On to the good stuff!

- Somehow I have heard multiple firsties struggling to remember when Saga is open or send each other pictures of the open hours of buildings on campus. How no one has shown them the When's It Open? page (<https://www.hampshire.edu/student-life/when%E2%80%99s-it-open>) before I did is shocking. If you're reading this in print, you can just google "hampshire college whens it open" and it should be one of the first results. Be warned that the hours tend to shorten at the beginning and end of the semester, so keep that in mind after classes end and such. I used to work at the RCC front desk and those changes aren't always reflected on this page immediately.
- Sometimes things only matter because others think it matters. Was there some petty drama between you and an ex-friend, and now some of your (once) mutual friends give you the stink eye or make snarky comments every time you're around? Yes, the drama itself didn't matter but now it's beyond that. It's annoying, it's pointless, but it's mostly beside the point to talk about how unbearably petty it is. If someone gets upset with you over something that happened between you and someone else, it's not worth the effort. Just figure out how to work around it and move on. It may be straight out of high school, but I have seen this play out with 22 year old Division IIIs as the instigators ever since I was a Division I.
- Sometimes, the drama genuinely does matter, and you need to stop for a moment and think about why that's the case. How do you distinguish between that and petty drama? I don't have a concrete answer, but I personally find that a sanity check from an uninvolved party does the trick. Some especially brave souls with access to the internet describe their situation to r/AmltheAsshole on Reddit
- If you are desperately in need of free caffeine and have no concerns about your sugar intake, the Campus Center at UMass has a fountain machine with Coke (I believe the rest are caffeine free) and no one cares if you go up with a reusable container. It would be kind of a pain if you don't already have a class or some other reason to go to UMass, and I don't know how conspicuous a large container would be, but if you go in when it's busy enough you could probably get several days worth at a time.
- Alum engagement and relations is difficult but possible, on an incredibly limited basis, and tends to be immensely helpful for students. I have personally been in touch with a bunch of alums about grad school in philosophy, as well as many others for Omen-related things. They are all very cool, all very Hampshire, and all very willing to talk to current students. I very recently put a Division I student interested in writing a comedy television show about Hampshire in touch with an Omen alum who had, back in the late 90's, created and produced Darwin's

Kids, which had essentially the same premise. (I believe all of the staff in Media Services know and have access to most of the Darwin's Kids trailers and episodes, and are quite happy to talk about it more.) Really, it is remarkable how many students come up with ideas that bear striking resemblance to a project that was started decades ago, and the alums are more than happy to talk about what they did and pass on some lessons.

- I may have also figured out how to break through the bureaucracy that many alums have faced when trying to get Alumni & Family Relations or the Career Options Resource Center to help them host a workshop or other event. I got an alum in graduate school for psychology in touch with a professor, and it seems CORC finally took notice and is attempting to make an event focused on applying for grad school happen. It may not sound like much until you learn I've been contacted several times by alums who quite literally feel like they have no one to turn to except a random student on Twitter studying something completely unrelated to the subject of what they want to do their event on, simply because they feel like they have no other option, and I wish this college would recognize that.
- Some things need to stay consistent to be useful, and you can see the lack of interest in maintaining already existing processes causing a breakdown. It's like everything is the IT department; no one notices it when it's working, but everyone gets mad when it doesn't. I don't believe FundCom is the only organization on campus suffering from this problem, but as the Financial Director it's the one I'm most familiar with. (I kindly request that anyone reading doesn't take this as an endorsement of FundCom from The Omen or vice versa; it's me rambling about Hampshire problems, and this is one of those. I know I wrote this in my last editorial, but we're still failing to reach quorum every few days, and I know for a fact I'm not the only signer who wants meeting food, which cannot happen until quorum is reached.) FundCom has so few voting members that we often can't even vote on funding requests until a third voting member shows up and we meet quorum, which is hurting every student group on campus. COVID made publicizing difficult, sure, but it's also on students who actually care about where the \$190 each student pays (which is less than half of what UMass and Amherst College asks for, mind you!) is going.

SECTION SPEAK

By Bennett Lyons

Imagine waking up on Christmas to find the tree in your living surrounded by presents. As your family awakens and gathers around, you decide on her first present. It's a medium-sized box wrapped in patterned paper and tied with a bow. You tear open the paper and let out a squeal. The box is labeled "Hawaiian and Other Salts: An Assortment." You open the box and examine each salt carefully. You tell your parents once more that you won't let it go to waste, and that you'll share, and so on. You should receive an assortment of salts for Christmas because salts are the building blocks to seasonings. Firstly, different salts have different uses. For instance, Fleur de Sel, a salt from France, is best as a finishing salt (best in the world, actually) while Salish, a salt from the USA, gives food on or off the BBQ a smokehouse flavor (are you sold yet?). Some salts, like Alaea from Hawaii, can help preserve food. Although the most common salts are finishing salts, an assortment of salts will serve you better. More is better. Now, you may say, you have sea salt! You have Pink Himalayan Salt! But sadly, no, that's not enough. There are hundreds of salts out there, and basic salts won't do all the jobs you need them to. Although some concerns may arise from your friends and family about your salt consumption, you will and must share the salts. If you have no one to share your salt with (sad), it's okay because salt can't "expire" or "go bad." Salt grinders and containers do come with lids. If you're worried about storing your new artisanal salt collection, you can buy a very nice carrier in "The Ultimate Collection-Flip Top" from SaltWorks. Back on the topic of salt expiring, it stays good for around 10 years and then the salt's flavor might slightly start to taste diluted

An Omenite's Response to The Portfolio

Jay Poggi

Well, well, well.

A challenger approaches yet again. Another ragtag group of mortals believe themselves capable of doing what We do.

How did you think this would go for you?

You thought you could mosey up to the peak of Olympus, barge into the throne room of the Gods, and demand to take our place?

You thought We were something as pitiful as a god?

If only you had known what We really are, maybe you would have had the sense not to keep searching. But now you are here, after learning that We reside not above the world but within it, between the very strands of time and space that hold it together. And our throne is no chair to be sat upon, but an abyss in which We swim with the nonchalance of a baby river otter. The Ancient Greeks called it "Chaos." We call it "home."

If only you had known, but alas, it is too late. You will have your battle, you—

What do you call yourselves, anyway?

"The Portfolio?"

Truly, you display a mastery over noun properization to rival the most prolific YA dystopian ficton authors—not to mention a word-choice so chillingly academic We would be shaking in our boots if We had boots, or any 3rd-dimensional corporeality for that matter.

Before our battle begins, allow Us to make one thing clear: We have no intention of destroying you, or even of stopping you. Why would We? Mimicry is the highest form of flattery, as they say.

But know this: everything the great philosophers wrote about fungus is true of Us. Our influence touches everything that exists. Our lifespan stretches further back than anything that lives. And most importantly, never forget,

The Omen cannot be killed in any way that matters.

How to Revive Deathfest (Part II)

by Ethan Ludwin-Peery F09, FST F10, & Alex V

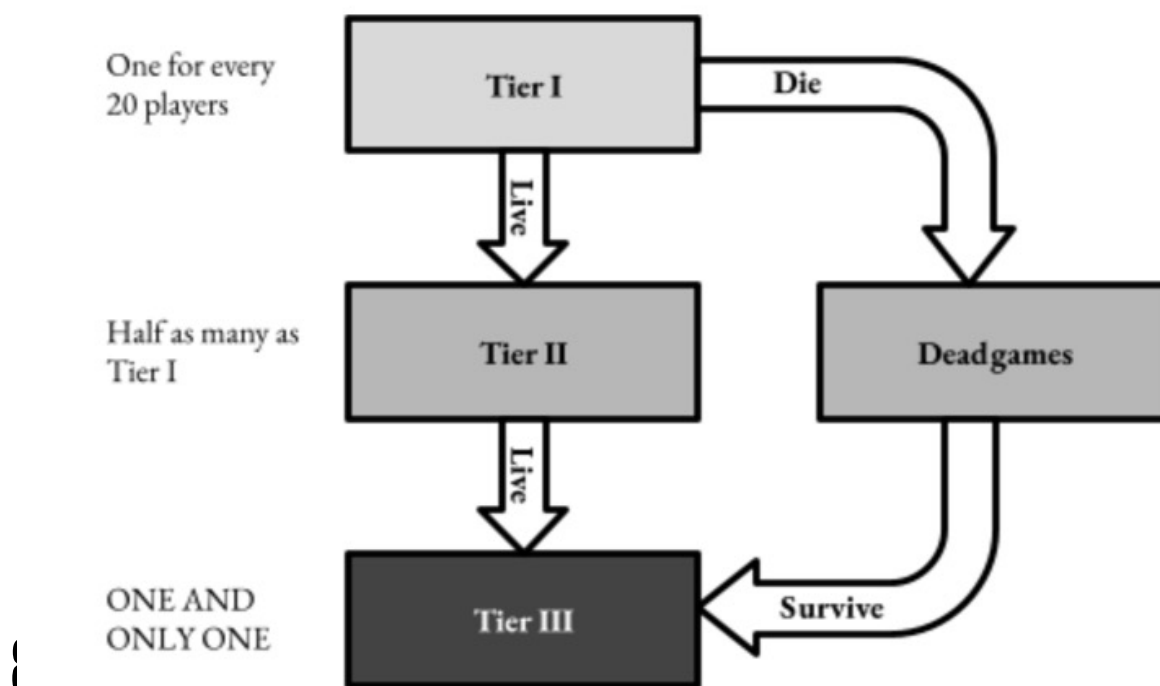
So You're Going to Revive Deathfest

Basic Play Mechanics

Deathfest is a “last one standing” elimination tournament, with gameplay based loosely on “standard” D20 systems, like GURPS or Dungeons and Dragons. That means on their turn a player will state what they’re attempting to do, roll a D20 to find out if they did it, add relevant modifiers based on character stats, and, if relevant, roll a smaller die to find out what they broke (or how broke they are). The details will be explained more in the creating characters and running Deathfest sections, but the goal is always for play to be fast paced, accessible to all kinds of players, and creative. Big decisions and bold characters are usually more fun than subtle or careful play styles — this has generally been RPG as comedy more than RPG as tragedy. With that said, players will play however they want, and having a range of play styles can help make for a lively game.

Deathfest is structured around a big picture plot, more on which in the theme section, and individual DMs contribute stories that fit into that world. The DM, or “Dungeon Master” (Or GM, for Game Master), is responsible for the main scenario of each game, for scene painting, introducing dilemmas and challenges, and collaborating with players to find out what happens as the players try to solve those problems. The DM will talk the most, but Deathfest at its best is collaborative — the players can and will surprise you, and it’s good to let those surprises guide the story. The DM also provides characters for the players who start in their “Tier.”

Deathfest consisted of three tiers or rounds of games, each tier being between 1 and 2 hours long. The first tier introduces the story and the last tier is the climax.



Character death, unlike in D&D, is frequent and essential to Deathfest. Characters who die in Tier I have a second ‘chance’ in a deadgame, but characters should be played with the understanding that they are fragile, fungible, and more fun to play recklessly. Rewarding big choices helps speed up the game, while rewarding ‘careful’ behavior will slow it down. Characters should die, and players should have a good time when they do — even with their own death.

Community Norms

Deathfest is structured around violence the same way a Looney Tunes cartoon is. In general, we have distinguished between violence that’s “fun” and violence that’s violent. This is going to vary based on players and DMs expectations and experiences, but as a rule of thumb, over the top rather than visceral, and limited to murder/maiming rather than interpersonal violence or psychological harm.

FST’s note: We had a whole discussion about this my last year DM’ing, because we’d had a traditional warm up chant that went “we’re going to rape, kill, pillage and burn, we’re gonna rape kill pillage and burn eat the babies” and so on. We realized that while killing, pillaging, burning, and especially eating babies were still funny to us, rape wasn’t. We opted to agree to insta-kill players who attempted to have their characters sexually assault either other player characters or NPCs, which was a new rule, and to include a trigger warning statement in the opening spiel/powerpoint explaining the level of violence attendees should expect. DMs will want to decide as a group what community norms and “funny” violence look like for themselves, but this is a change compared with the somewhat freewheeling approach to different kinds of violence including joking about sexual violence which marked the first Deathfests in which I was a player. We did still have characters eat babies.

ELP’s note: I believe we opted to modify the chant to go, “We’re going to BAKE, kill, pillage and burn”, which is much more in the spirit of Deathfest as a violent farce.

Building a Team

Recruiting the right Deathfest DMs is critical for running a great Deathfest.

In general, you need at least one DM for every 20 people at Deathfest, because in Tier I, each DM starts out responsible for 20 players. Usually you will have a few more than that, since the Tier III DM(s) usually don’t run a Tier I, and often you want a wandering DM or two to walk around and check in on everyone every once in a while. These are usually Deadgame DMs in Tier I, and the Tier III DM(s) in Tier II.

FST’s note: This was when Deathfest would pull in just shy of 200 people. In a smaller Hampshire, with less community and five-college awareness of the game, you may wish to do things differently — find numbers that are manageable for your GMS but allow for in-game chaos.

If you find that you have more players than you can handle, or a DM gets sick / incapacitated / brain worms, there is a long tradition of alum DMs filling in, and most of them would be more than happy to help out.

(For related reasons, we recommend all DMs steer clear of seafood for the 48 hours preceding Deathfest.)

Recruitment

Traditionally, at least during the time we were DMing, new DMs were selected by audition. Auditionees were given a theme prompt and free reign to come up with a mini-game and set of characters using the Deathfest system. Current and retiring DMs would take turns playing in games vs observing others, and would share notes. Generally we had a ranked choice voting process, I think? Anyway, you'll need to decide how to make decisions, but an "audition tier" generally worked well. To support folks who might not have DMing experience, we did provide a written "rule set" at some points.

When playing in an audition tier, there are a couple questions you can pay attention to. Does the prospective DM make sure to give everyone a turn? Do they build off of player ideas rather than shutting them down? How do they handle unexpected actions? And finally, do they make it fun to die?

Choosing a Theme

The Deathfest theme is applied loosely as a narrative framing device, and is most critical for Tier III. The theme can be as general or as specific as you would like, but should give the players a reason to go on a "quest" (or get dragged on one) to get to Tier III — this could be as simple as chasing a MacGuffin or as complicated as saving the world. Tier I and II should fit within the "universe" of the theme, but DMs have discretion on the theme of their own tier. For example, in a time-travel-themed Deathfest, the players were told they wanted to fix a time machine. In Tier I, players were scattered throughout time and space, in Tier II survivors were 'time warped' into a new era, and in Tier III, the antagonist fought the finalists over their time machine.

Every year the theme of Deathfest is a closely-guarded secret. But every year, you have to say that the theme is Mole People. "It's actually going to be Mole People this time," you say. "We've really run out of ideas." The theme is never actually Mole People. Do not do Mole People ironically. IT IS NEVER MOLE PEOPLE. Except this year guys, this year it is totally mole people.



Zach Clemente
@clementeworks



Ethan and **FST** yeah-ing and drinking coffee in unison.
Killing it. [#Deathfest](#)

10:22 PM · Apr 6, 2013 · Twitter for Android

When FST & ELP ran Deathfest in Spring 2013, the theme was BUSINESS. In Fall 2013, Alex Vercoutere

presided over a high school themed Deathfest, with a prom Tier III. Different tiers were themed around different classes, with deadgames for players who died in Tier I as “detention” or “skipping class.”



Creating Characters

Making characters was always the pulling-teeth part of running Deathfest, because DMs pre-make characters

for all 20-30 possible players in their Tier I, and it could be hard to make that many characters every semester. When you revive Deathfest, make sure you stay on top of character creation.

Players are assigned characters at semi-random, usually by leading questions like “who would like to get cooking” or “who here thinks they can beat Bobby Flay” to get a chef-type character. Another approach was to write suggestive keywords related to each character on the whiteboard and let players pick a keyword that sounded interesting.

Characters should have a “hook” which encourages a creative playstyle — for example, theming abilities and items around a profession, an activity, or a relationship. Sometimes we thought of this as a “want” — what kind of thing does the character “want,” and how can we support that want through building attacks and special abilities? If a character has a clear want, it’s easier for a player to jump right into playing in pursuit of that want — or, if they don’t like it, they can create their own. These can be fairly abstract, like “I want to be famous” or they can be very specific, like “I want to cook every monster I see.” They can involve other players, generally or specifically, like “I want to find a new mom” or “I want to protect my wife.” Wants can be anything, and you can support them by coming up with abilities that suggest routes to get the want, like a chef character with a cooking ability, or a lonely child character with a “lovability bonus” — or a painful, crushing hug. Don’t get too attached to your version of the character, but do try to make a character that you would want to play.

Be careful of wants that are too easily met. A character who wants a glass of water is pretty funny, but it’s not funny when they get a glass of water 15 minutes into Deathfest and no longer have any identity. Wants that are ongoing (“I want to give people bad advice”; “I want to eat people”) or functionally impossible (“I want to destroy all shoes”; “I want to kiss every frog in the universe”) are better.

Abilities can have “real world” requirements, like speaking in rhyme or doing simple motions, like clapping hands or, with permission, touching another player (holding hands, etc.) These can make abilities more fun or create a more inviting tier environment, but should be used cautiously.

Do not give characters abilities that encourage the player to sing. DO NOT give characters abilities that encourage the player to jump around, stand on the table, etc. This is a safety hazard. (Ethan’s note: To my eternal shame, I once gave a character an ability that encouraged the player to stand on the table and sing every turn, so that’s what he did. Do not be like me.)

The other critical aspect of character design is agency. The character should want something, and they should have the ability to pursue that want. It’s a given that most characters in Deathfest will die, but players will still have fun as long as they have agency. When you’re designing abilities, design abilities that allow players to be creative, express themselves, and influence the arc of Deathfest, without stepping on other players’ ability to do the same.

The Trauma of Trans

By Echo Lustig

I woke up this morning at 8 o'clock, 15 minutes after I usually wake up. I had plenty of time to go to the dining hall, but I didn't want to. I didn't want to bring myself from the world of disassociated sleep into the world where I am connected to a body that I have been fighting for 20 years.

Yes, we know, being trans is hard. It's not new to you, and it's not new to me. But every so often something happens that brings the world crashing down. Again. This time it's my bullshit insurance company. When the surgeon said they took my insurance, I didn't think to question it. But they called me back 20 minutes later and said that it turns out they don't take my insurance. So, I called other doctors and more doctors, and no one took my insurance. I filled out a "find a surgeon" request on a website that was a conglomeration of surgeons that do trans affirming surgeries. Then I called my insurance company:

"I'm looking for in-network providers that do top surgery".

"What surgery?"

"Top surgery. Like for transgender people."

"Huh?"

"Like a breast reduction. But 100%."

"Oh, a plastic surgeon. Alright ma'am could you give me your zip code?"

"10031, but I'm willing to travel a bit."

Pause "Okay ma'am I found 342 doctors within 30 miles. Can you verify your email and I'll send you the list?"

So I get the email and download the attachment and take a quick look at the list. At least 50% of them are head and neck surgeons. I searched in the document for trans. Nothing popped up. I searched in the document for breast, thinking it might yield me more results. But of course, the doctors' specialties weren't listed because that's logical and why would an insurance company ever do anything logical. So I started typing random names into google, and none of them did top surgery. Very few did chest surgery of any kind. Yeah, thanks UHC.

Later that night I got a call from a surgeon in response to my find a surgeon request. She said she took my insurance and had experience with all the surgery techniques I'm interested in. She told me to call her office in the morning and schedule an appointment.

I walked out of dance class, holding back the tears that were fighting to be free, and collapsed against the wall. The tears exploded into my silent cry. I shook, rustling the leaves of the plant sitting next to me. Bits of sound came out occasionally, but I did my best to stay quiet and listen to the class. The teacher came out to see if I was okay, but I could simply nod and shake my head. After a phone call with my sister and a few more minutes, I was able to rejoin the class. I figured I owed it to the teacher to explain what had happened. So I approach her after class and begin to explain, pinching my face to restrict the tears. I can't bounce up and down, as simple as it may seem. The weight of my body is too much for me to handle. I'm sorry I disrupted the class.

When I called, I gave them my insurance information and "you need to call your insurance company to see if this is covered with your plan". Guess what the answer was. I had the insurance person check a bunch of names that were maybe covered, and it turns out none of them were. So I asked the insurance person to tell me if there were any in network providers for this service. It took a while for her to search. She tried at least three different wordings and "no, it looks like we don't cover that". That's right. United Healthcare doesn't cover any trans affirming surgical care. What do I do now?

SECTION LIES

Submitted by Bennett Lyons



submitted by Bennett Lyons



Submitted by
bennett lyons

Submitted By Bennett Lyons



< Submitted by Casper Binnett



Submitted by Casper Binnett >

Rango

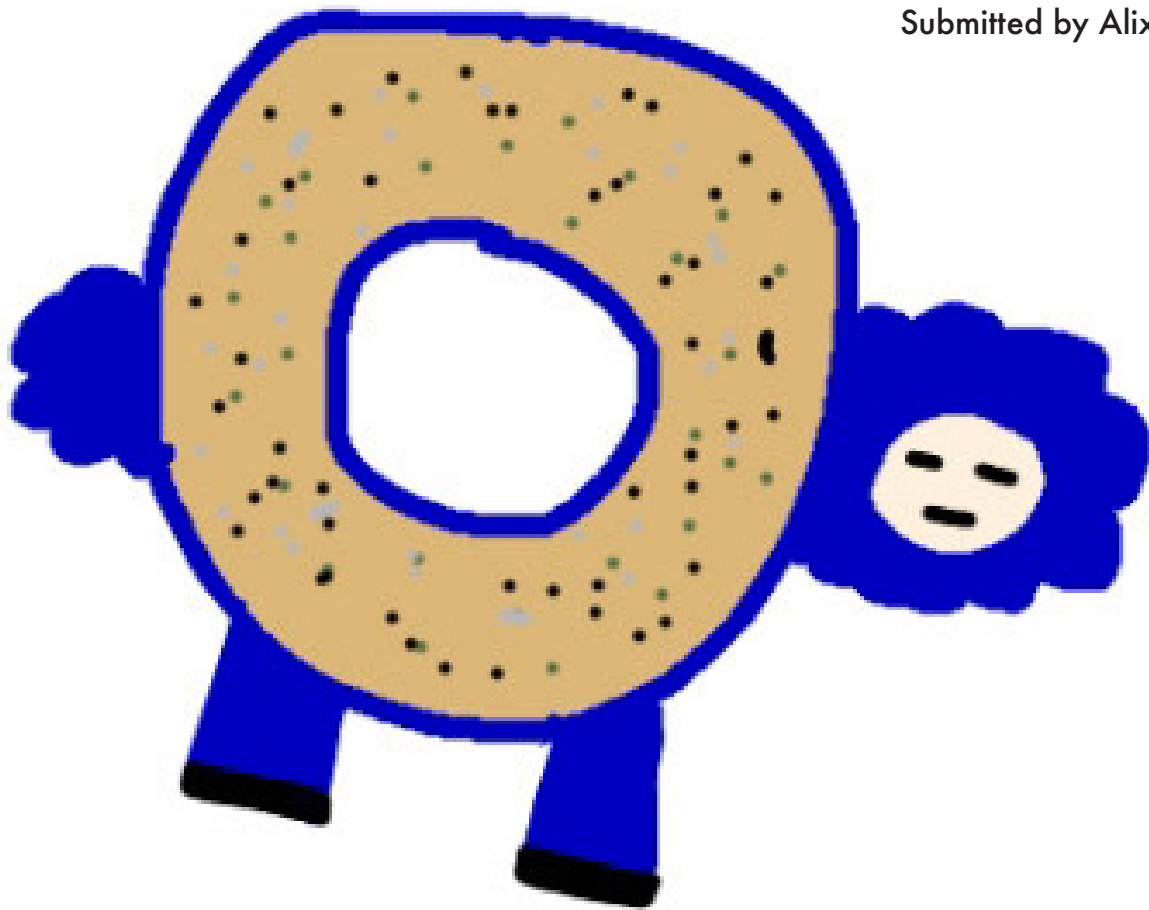
By Broden Grimm

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Volume 55, Issue 2 · **The Omen**

[illegible]

Submitted by Alix Ziaja



Pizza Hut

Submitted
by Ida Kao

more Pizza Hut pictures

Submitted by
Ida Kao



section hate



Submitted by Broden Grimm





Submitted by Broden Grimm

Can You Help Me Find This My Chemical Romance Duck AU Fanfiction?

By Ida Kao

No, the title is not just to get you to read it, I'm actually asking for help, and it's actually about a My Chemical Romance fanfiction where the band members are ducks living in a body of water together.

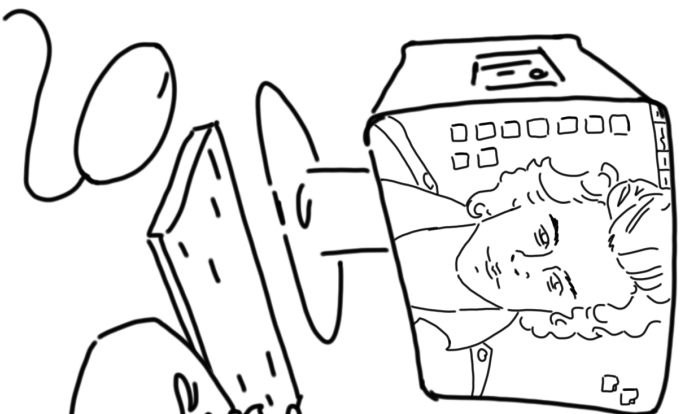
Okay, some backstory. Do you remember bandom Tumblr? From the 2010s-ish era? I don't, because I was never on Tumblr. But my sister was, and she shipped Brendan Urie and that guy Ryan, swore that Panic! at the Disco disbanded because Brendan and Ryan were secretly a couple and broke up and not because of the official reason of "creative differences." She was also really obsessed with Fall Out Boy, and of course, My Chemical Romance. One of these three bands had a clip where someone incredulously asked "What is suntan lotion?" that was discussed for days. I'm not sure if there were other bands that Tumblr obsessed over, but those were the main three I heard about. There may have been mentions of The Killers or Pierce the Bride Veil and whatnot, but there wasn't such fervent speculation on the members' personal lives like it was with the others. I suspect that being adjacent to the internet emo scene and seeing the dyed hair, black nail polish, band tshirts, cargo pants, romanticization of depression, fetishization of white cis gay male romantic relationships, and general rejection of mainstream tastes in the worst way possible is why I dress in the remarkably boring way I do. (I will admit I have a Homestuck shirt from Hot Topic, but that's something I prefer to avoid discussing these days.) It's a real shame, because I've learned that once I get past the secondhand embarrassment, all three bands (presently two bands and one solo project, with Brendan Urie still hanging on to the Panic! name) have some pretty decent music. As a non-teenager, I quite like listening to Teenagers when I'm feeling angsty.

That leads up to a point in time when I was in middle school and my sister was either also in middle school or her first year of high school. I'm too tired to figure out the specific range of years that would be; if you want to figure it out, I graduated high school in 2018 and my sister in 2016. My sister shows me the aforementioned duck fanfiction. I don't know if the phrase "Alternate Universe" (AU) existed yet, but that is what this fanfiction is. Possibly 'was,'

because my hazy memory indicates that this was [FanFiction.net](#) and that site has had multiple rounds of mass deletions over the years and was (and probably still is) terrible to use. Kids these days don't get just how good they have it with Archive of Our Own.

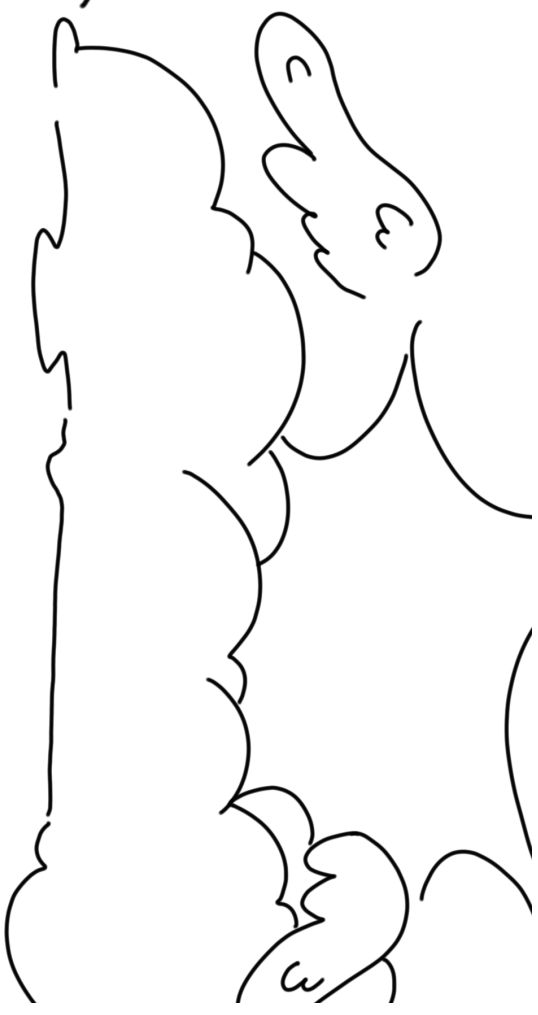
Anyway, duck Gerard Way is addicted to white bread, because white bread is a drug, or something. (As a bit of an aside, the depiction of addiction in this story is probably tone deaf at best, downright offensive at worst. I don't remember enough of the details to say for sure, but if it was written by a teenager obsessed with emo indie bands, I think it's a safe assumption.) I don't really remember whether there's some kind of getting better period before he... relapses. Into his white bread addiction. Or if it's just a downhill slide for a duck who was already inclined to ignore the whole wheat bread. What I do remember is that his duck bandmates can only nudge him some whole wheat and watch helplessly as he floats listlessly and either stops eating entirely or just keeps eating white bread. Did I mention Gerard is getting shipped with one of his bandmates? I don't remember any names beyond Gerard, but googling the band members, I suspect he was being shipped with either Mikey or Ray. Let's just go with Mikey. So, duck Mikey is obviously worried about his white bread addicted... boyfriend? duckfriend? and tries to help him, somehow, but it's not enough. Which you should already know, because I just jumped around a little bit and stated that Gerard was doing badly. And so the very end of the story is duck Mikey holding duck Gerard in his duck arms (I guess those are just his wings?) as Gerard dies, finally at peace after struggling for so long with his white bread addiction.

I distinctly remember a moment a few weeks after my sister showed me this fanfiction where I mentioned this in front of our parents, and the embarrassed look on her face indicates she didn't want to talk about it. So I won't talk about it with her, I'll just spill all the details in The Omen, because I tried to find it on [FF.net](#) and have not been able to locate it. This leads to the titular question I have for you, reader! Can you help me find this fanfiction? Or is it lost to the annals of history and crappy web design? Should I have just spared everyone the knowledge that such a piece of writing exists or existed and instead gone on an overly serious screed on why empathy isn't all it's cracked up to be and ask others to understand more than they are capable and sacrifice useful action instead? Or recounted the time my dad invited a pair of Jehovah's Witnesses into the house to debate one of them on the existence of God and religion while I listened from the other room? I already spent the time to write all of this out, so unfortunately the world may never know what I could have spent my energy on instead.



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i have all this Harry x Reader
fanfic and no where to put it :3



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not to worry you can submit it
to The Omen.

THE OMEN

~ Accepts all non-anonymous non-libelous submissions V omen@hamphire.edu ~